

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for inputting information to a device integrally connected to a deformable piece, the method comprising the steps of  
  
manipulating the deformable piece to provide a first electro-physical morpheme input to the device, the first morpheme input normally triggering a first default action by the device,  
  
asynchronously manipulating the deformable piece to provide a second electro-physical morpheme input to the device, with the second morpheme input converting the normally triggered first default action to a second action by the device, wherein the first morpheme and the second morpheme form a sentence.
- 2.-8. (Canceled)
9. (Original) The method of claim 1, wherein at least one of the first and second morpheme inputs to the device is based on detected light variations.
10. (Original) The method of claim 1, wherein at least one of the first and second morpheme inputs to the device is based on detected thermal variations.
11. (Original) The method of claim 1, wherein at least one of the first and second morpheme inputs to the device is based on detected electromagnetic variations.
12. (Original) The method of claim 1, wherein at least one of the first and second morpheme inputs to the device is based on detected vibration variations.
13. (Original) The method of claim 1, wherein at least one of the first and second morpheme inputs to the device is based on detected acoustic variations.
- 14.-18. (Canceled)

19. (Previously Presented) A method for inputting information, the method comprising:

whacking a deformable piece integrally connected to a device having a central processing unit to provide a morpheme input to the central processing unit, and

triggering a first default action by the central processing unit in response to whacking the deformable piece.

20. (Previously Presented) A method for inputting information, the method comprising:

manipulating a deformable piece integrally connected to a hand-held computing device to provide a first electro-physical morpheme input to the device, the first morpheme input normally triggering a first default action by the device; and

asynchronously manipulating the deformable piece to provide a second electro-physical morpheme input to the device, with the second morpheme input converting the normally triggered first default action to a second action by the device.

21. (Previously Presented) A method for inputting information, the method comprising:

manipulating a deformable piece of malleable material integrally connected to a hand-held computing device to provide a first electro-physical morpheme to the device without using keystrokes, the first morpheme input normally triggering a first default action by the device; and

asynchronously manipulating the deformable piece to provide a second electro-physical morpheme input to the device without using keystrokes, with the second morpheme input converting the normally triggered first default action to a second action by the device.